



How to / Maniaplanet / Mediatracker / How it works

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Introduction

The mediatracker is like a video editing software that adds some spice to your driving track or replay. And it works like one.

There is nothing magical or hard-to-understand about it, so don't let the dark GUI and the small buttons intimidate you :-)

The basic method of mediatracking

Is easy to understand. Mediatracking means :

To add one or more effect filled (film) clips on several occasions into your driving track.

You have full control over where they appear, when they appear, what they do and for how long they do it.

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Enter the right mediatracker section

For testing purposes, we're working with a very simple driving track. You can create one yourself or download it from here and load it into the track editor :  mediatracker.Map.Gbx

After doing so, click the Mediatracker button at the bottom right.



CLICK IMAGE TO ZOOM

We now have the choice what section of the mediatracker we want to work on ... we have these choices:

Intro - Plays in front of every track before the racing starts

In game - Plays while the drivers are racing

End game - Plays after a driver has reached the finish line.

Podium - Plays after the driving is over and the winners are shown (requires podium tile to be set in the editor!)



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Clips, triggers and conditions - where and when ?

When creating brand new content, TM will automatically create the 1st (film) clip in the left column and ask you to place a trigger.

Triggers are areas on a map which will make the clip play as soon as car drives into the trigger area.

Use the arrow keys to **move around the camera**, use the mouse (and wheel) to navigate the cursor and place your trigger(s) on the map



CLICK IMAGE TO ZOOM

In addition, you can set a **condition**, which means that the triggered clip will only play if a certain condition is met. The purpose of these conditions is to give you more control of when mediatracker content is to be displayed or not.

The available conditions are

None

The clip will play in any case when triggered.

Racetime < X and Racetime > X

The clip will play if the racing time is smaller or greater than value X (seconds).

Speed < X and Speed > X

The clip will play if the car's speed is smaller or greater than value X (kph).

Already triggered X and Not already triggered X

The clip will play if a certain OTHER clip has been triggered before or not.



X is the (hidden) ID of the other clip.

The ID of a clip is the ongoing number (starting from 0) of all created clips in the list.

What are these conditions really good for in practical terms ?

Example 1: Preventing "cutting"

If you want to prevent players from trying to cut your tracks, you can insert multiple clips on your driving track, checking for valid racetimes or other clips beeing already triggered (or not). If your specified conditions are met (or not met), you can just darken the screen and tell the player "not to cut" :-)

Example 2: Multilap / Detour

It's cool to get 2 different clips playing although you pass the same spot twice or more... this is especially useful if people are supposed to behave differently when passing for a 2nd time. You could achieve this by asking for valid racetimes or previous clips beeing triggered or not...

Example 3: Time limits

You can also set time limits in which the player needs to pass a certain trigger point, otherwise he's told to restart.

In our case, we place 1 single trigger directly on the track's block where the cars start driving and we leave the condition at "none", because we want the clip to play as soon as it is triggered.

Press the **little cube to leave the "trigger placing" mode**. You can always enter it again by pressing the little cube again.



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